

Practical Defense Shoot

Tactical Disengagement - Any Handgun

Wednesday May 8, 2024

Scenario 1: Test and Tune: The Participant can use up to 2 ten-round magazines to check his/her weapon, sight picture, accuracy, etc. Targets will be set at 5-yards, 10-yards, and 15-yards.

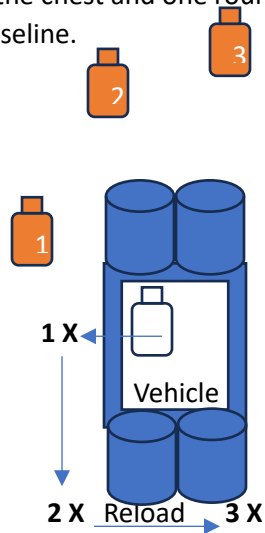


5-yards _____

10-yards _____

15-yards _____

Scenario 2: Tactical Disengagement: When exiting your vehicle at a shopping mall with your family, you observed three males walking quickly toward you. There have been recently car-jackings in the area. The three males are wearing colors of the HEARTLESS FELON GANG. Since you are outnumbered and probably outgunned, you tell your family to run and hurry to the nearest store entrance. The three males draw their handguns and close in on your position. You must eliminate all three threats. Participant will exit the vehicle, engage and neutralize target 1; then move back toward the rear of the vehicle while engaging target 2 and neutralize. Reload and then move to the other side of the rear of the vehicle and engage target 3 and neutralize. Participants will begin with two six-round magazines and complete the scenario, moving from close range to far range. Participant must neutralize each target with two rounds to the center of the chest and one round to the head. Twelve rounds to neutralize all three targets. Score and timed for baseline.



Scenario 3: Tactical Disengagement: When exiting your vehicle at a shopping mall with your family, you observed a group of males walking quickly toward you. There have been recently car-jackings in the area. The group are wearing colors of the HEARTLESS FELON GANG. Since you are outnumbered and probably outgunned, you tell your family to run and hurry to the nearest store entrance. The first three males draw their handguns and close in on your position on your left as you exit the vehicle. You must eliminate all the threats. Participant will exit the vehicle, engage and neutralize the first 3 targets; before moving back toward the rear of the vehicle; and then continue to engage and neutralize the other 5 threat, reload as necessary. Three ten-round magazines. Thirty rounds to neutralize all eight targets. If participant runs out of ammunition before neutralizing targets, he/she is considered dead right there. Score and timed for baseline. Participant should neutralize each target. (One A-shot or two B-shot to neutralize targets)

